






Colin Kuntz
UX Designer

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Hello

I'm a UX designer with a background in engineering. My passion for learning drives me to immerse myself in new problems and experiences. That led me to pursue a career in user-centered design.

I'm always eager to jump into complex problems that challenge me to pick up new tools and procedures to deliver unique solutions.

Experience

DESIGNATION, Chicago

04/17–08/17

UX Designer

Designed applications for mobile and web, utilizing agile methodology in a 70+ hours/week immersive bootcamp. Conducted user research and testing to generate wireframes and prototypes for the following clients:

Yolobe

A mobile and web app that empowers underserved youths to find job opportunities and connect to professionals that align with their interests. I built a mobile experience that leveraged the user's active behavior of finding and exploring opportunities to accurately track their interests and in turn provide content that is more relevant to them.

ShedWool

A mobile and web tool allowing businesses to create and manage employee schedules. I created a web interface to solve inefficiencies that caused users to employ tedious workarounds.

Zimmer Biomet, Warsaw

07/16–04/17

Development Engineer

Worked as a part of a multi-disciplinary team ensuring orthopedic instruments complied with design requirements. Led all verification and validation efforts and reported them to project leads. Created documentation to track team development progress and maintain project deadline.

Herrick Labs, Purdue

01/15–01/16

Research Assistant

Learned Vicon Nexus motion tracking software and Kistler force plates to create lower-limb tracking procedures for biomechanical research. Troubleshoot equipment to maintain proper functions.

RIC, Chicago

06/15–08/15

Research Intern

Created a new robotic mechanism for use as a wrist for prosthetic arms. Sourced and developed required materials through usage of vendors, machining and 3D printing. Documented all steps of design process to ensure proper handoff for device replication.

Education

Purdue University

08/12–05/16

Bachelor of Science in Biomedical Engineering

Skills

User interviews
Affinity diagrams
User personas
Competitive analysis
Heuristic evaluation
A/B testing
Paper prototyping
Concept validation
Usability testing
Wireframes
App/site maps
Statistical analysis

Tools

Experienced

Sketch
Axure
InVision
C
Python 2
MATLAB
Scheme
Swift 2.0
SolidWorks
3D printing
Keynote
Microsoft Suite

Learning

CSS
HTML
JavaScript
React framework
Framer